

NOTIFICATIONS ON GAME CONTROLLER

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is a continuation of U.S. patent application Ser. No. 14/308,771, filed on Jun. 19, 2014, which is hereby incorporated by reference herein in its entirety.

BACKGROUND

[0002] Game controller technology has generally been developed to complement game system (e.g., a gaming console) or video game capabilities. Game controller design has also morphed from simple rectangular shapes with a directional pad and a few buttons to more ergonomic designs containing more buttons, analog joysticks, as well as other features. Features such as wireless connectivity, a speaker, a gyroscope, and a vibration capability have been added to various game controllers. Some controllers are capable of interfacing with a smartphone, tablet, and/or TV. Such game controllers are dependent on the host device to provide the gaming experience. For example, a game console is typically connected to a monitor and a wireless controller may be utilized to interface with content provided by the game console. As another example, a game controller may be utilized with a smartphone or tablet to manipulate or interface with content provided on the tablet. Portable, or hand-held consoles, in comparison, do not have a physically separate game controller that interfaces with them.

SUMMARY

[0003] According to an implementation, a process of a game controller communicatively coupled to a host device may receive an indication of a notification about a game that is not currently launched on the host device. The game controller may include an action button and at least one of a directional pad, an analog controller, a shoulder button, a trigger button, and/or a controller button. An indication that the action button has been pressed may be received. An activation signal may be dispatched to the host device in response to receiving the indication that the action button has been pressed. The activation signal may cause the host device to launch the game.

[0004] A device is disclosed in an implementation that includes an action button and at least one of a directional pad, an analog controller, a shoulder button, a trigger button, and/or a controller button. The device may include a communication module that communicatively couples the device to a host device. The device may include a processor that may be configured to receive an indication of a notification about a game that is not currently launched on the host device. The processor may receive an indication that the action button has been pressed and dispatch an activation signal to the host device in response to receiving the indication that the action button has been pressed. The activation signal may cause the host device to launch the game.

[0005] In an implementation, a processor of a game controller communicatively coupled to a host device may receive an indication of a chat request. The game controller may include an action button and at least one of a directional pad, an analog controller, a shoulder button, a trigger button, and/or a controller button. An indication may be received

that the action button has been pressed. An activation signal may be dispatched to the host device in response to receiving the indication that the action button has been pressed. The activation signal may cause the host device to launch a chat message application.

[0006] In an implementation, a system according to the presently disclosed subject matter includes a means for receiving, by a processor of a game controller communicatively coupled to a host device, an indication of a notification about a game that is not currently launched on the host device. The game controller may include an action button and at least one of a directional pad, an analog controller, a shoulder button, a trigger button, and/or a controller button. The system may include a means for receiving an indication that the action button has been pressed and a means for dispatching an activation signal to the host device in response to receiving the indication that the action button has been pressed. The activation signal may cause the host device to launch the game.

[0007] Additional features, advantages, and implementations of the disclosed subject matter may be set forth or apparent from consideration of the following detailed description, drawings, and claims. Moreover, it is to be understood that both the foregoing summary and the following detailed description provide examples of implementations and are intended to provide further explanation without limiting the scope of the claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0008] The accompanying drawings, which are included to provide a further understanding of the disclosed subject matter, are incorporated in and constitute a part of this specification. The drawings also illustrate implementations of the disclosed subject matter and together with the detailed description serve to explain the principles of implementations of the disclosed subject matter. No attempt is made to show structural details in more detail than may be necessary for a fundamental understanding of the disclosed subject matter and various ways in which it may be practiced.

[0009] FIG. 1 shows a computer according to an implementation of the disclosed subject matter.

[0010] FIG. 2 shows a network configuration according to an implementation of the disclosed subject matter.

[0011] FIG. 3 is an example process for dispatching an activation signal to a host device as disclosed herein.

[0012] FIG. 4 is an example of a game controller as disclosed herein.

[0013] FIG. 5 shows an example of a process performed by the game controller's hardware as disclosed herein.

[0014] FIG. 6 shows an example of a game controller device according to an implementation disclosed herein.

[0015] FIG. 7 is an example process to receive a chat request by a game controller and dispatch an activation signal to a host device as disclosed herein.

DETAILED DESCRIPTION

[0016] A device and method are disclosed for a game controller that provides notifications for a game invitation, a chat message, an indication that a user's high score has been beaten, or the like. The notification may be provided by an audio and/or visual cue on the game controller. The game controller, in an implementation, may be utilized to activate one or more host devices (e.g., a television monitor, a tablet,